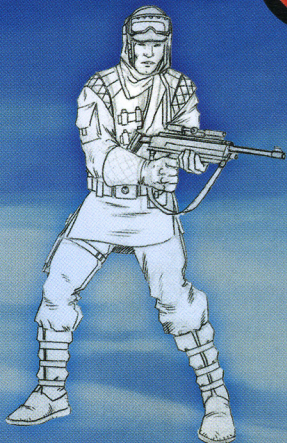


# ELITE HOTH TROOPER



**STAR  
WARS**



# ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



*Echo Base's veteran troopers inspire their allies to stand their ground against the overwhelming Imperial forces.*

**STAR  
WARS**



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# ELITE HOTH TROOPER



**STAR  
WARS**<sup>TM</sup>



# ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



*Echo Base's veteran troopers inspire their allies to stand their ground against the overwhelming Imperial forces.*

**STAR  
WARS**<sup>TM</sup>



**STAR  
WARS**



Hit Points

90

Defense

16

Attack

+9

Damage

20

### Special Abilities

Unique

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)

**Heal 10** (Replaces attacks: touch; remove 10 damage from a living character)

**Mobile Attack** (Can move both before and after attacking)

**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

### Force Powers

Force I

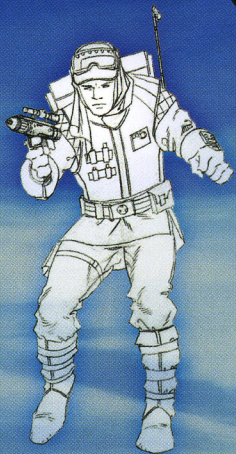


*"I thought they smelled bad on the outside!"*

**STAR  
WARS**



## HOTH TROOPER



# STAR WARS



## HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

10

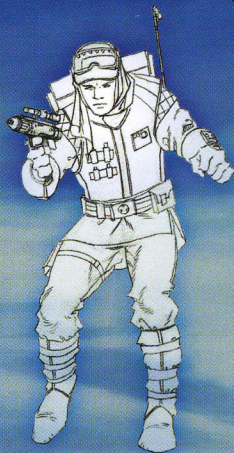


*Rebel troopers on Hoth fight desperately to hold back the invading Imperial forces.*

# STAR WARS



## HOTH TROOPER



# STAR WARS™



## HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

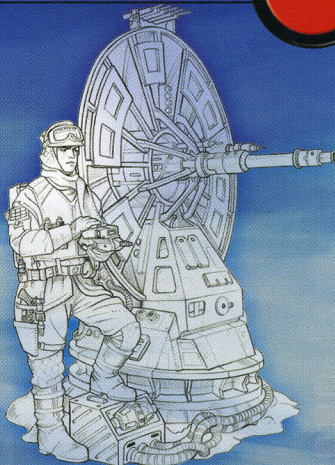
10



*Rebel troopers on Hoth fight desperately to hold back the invading Imperial forces.*

# STAR WARS™

# HOTH TROOPER WITH ATGAR CANNON



**STAR  
WARS**



# HOTH TROOPER WITH ATGAR CANNON

15

Hit Points 80

Defense 8

Attack +3

Damage 30

## Special Abilities

**Fragile 40** (This character can't attack as long as his Hit Points total is less than 40)

**Heavy Weapon** (Can't attack and move in the same turn)

**Machinery** (Industrial Repair removes damage from this character)

**Speed 2** (Can move only 4 squares without attacking)

**Splash 10** (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)



*This antivehicle artillery piece helps defend Rebel troops from Imperial forces. It saw extensive use at the Battle of Hoth.*

**STAR  
WARS**

**LUKE SKYWALKER  
ON TAUNTAUN**



**STAR  
WARS**



**LUKE SKYWALKER  
ON TAUNTAUN**

16

Hit Points

60

Defense

17

Attack

+8

Damage

10

**Special Abilities**

Unique

**Lightsaber** (+10 Damage to adjacent enemies)

**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

**Force Powers**

Force 3

**Use the Force** (Force 3: This character's next attack roll counts as a natural 20)



*Luke patrols the frozen wastes of Hoth atop his swift and sure-footed tauntaun.*

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WARS**



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**PRINCESS LEIA,  
HOTH COMMANDER**



**STAR  
WARS**



**PRINCESS LEIA,  
HOTH COMMANDER**

19

Hit Points

50

Defense

14

Attack

+7

Damage

20

**Special Abilities**

Unique

**Advantageous Attack** (+10 Damage against an enemy who has not activated this round)

**Mobile Attack** (Can move both before and after attacking)

**Force Powers**

Force 2

**Commander Effect**

Whenever a non-Unique ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.



*Princess Leia leads the Rebel soldiers of Echo Base during the Battle of Hoth.*

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WARS**



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REBEL LEADER



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WARS™



REBEL LEADER

18

Hit Points

50

Defense

16

Attack

+10

Damage

10

### Special Abilities

**Double Attack** (On her turn, this character can make 1 extra attack instead of moving)

### Commander Effect

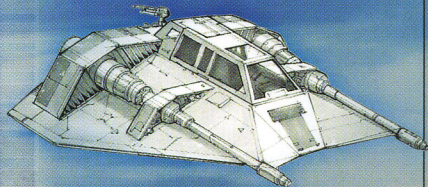
Followers within 6 squares who combine fire grant +6 Attack instead of +4.

Rebel allies gain **Spotter +20** (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target).



*"Long live the Alliance! Down with the Empire!"*

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WARS™


**STAR  
WARS**


Hit Points

60

Defense

16

Attack

+8

Damage

20

### Special Abilities

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

**Harpoon Gun** (Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 11)

**Mobile Attack** (Can move both before and after attacking)

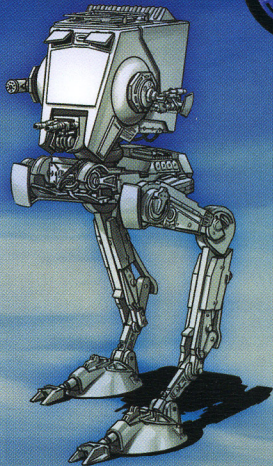
**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

**Speed 16** (Can move up to 16 squares and attack, or 32 squares without attacking)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)


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**STAR  
WARS**



Hit Points

120

Defense

15

Attack

+10

Damage

40

## Special Abilities

**Unique**

**Charging Fire** (Replaces turn: Can move up to 12 squares, then attack)

**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

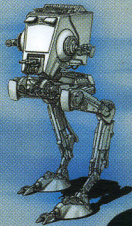
**Flanking Attack** (Until the end of the round, an enemy attacked by this character has —4 Defense against allies with Mounted Weapon)

**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

**Rapport** (Characters whose name contains AT-ST cost 10 less when in the same squad as this character)

**Rigid** (Can't squeeze)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)



**STAR  
WARS**

**DARTH VADER,  
IMPERIAL COMMANDER**



**STAR  
WARS**



**DARTH VADER,  
IMPERIAL COMMANDER**

53

Hit Points

140

Defense

23

Attack

+15

Damage

20

**Special Abilities**

Unique

Melee Attack; Double Attack

**Force Powers**

Force 5

**Force Grip** (Force I, replaces attacks: sight; 10 damage)

**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

**Lightsaber Riposte** (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)

**Lightsaber Sweep** (Force I, replaces attacks: Can attack each adjacent enemy once)

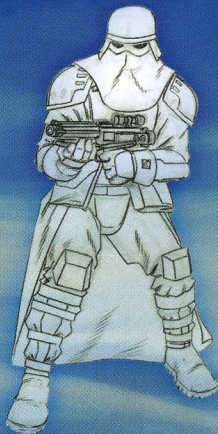
**Commander Effect**

Trooper followers get +6 Defense.



**STAR  
WARS**

# ELITE SNOWTROOPER



**STAR  
WARS**™



# ELITE SNOWTROOPER

12

Hit Points

30

Defense

17

Attack

+6

Damage

20



*Imperial snowtroopers stormed through the icy corridors of Echo Base like a heavily armored blizzard.*

**STAR  
WARS**™

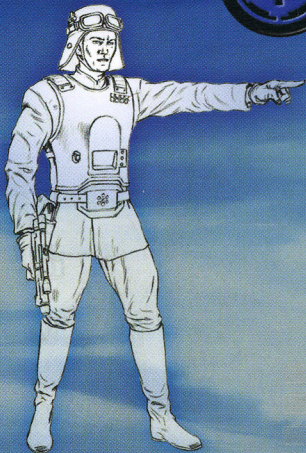


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# GENERAL VEERS, HOLOGRAM



**STAR  
WARS**



# GENERAL VEERS, HOLOGRAM

17

Hit Points



Defense



Attack



Damage



## Special Abilities

**Unique**

**Hologram** (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. This character is defeated if it activates when no Trooper ally is within 2 squares.)

## Commander Effect

At the end of this character's turn, choose 1 non-Unique trooper follower within 2 squares. Until the end of the round, that follower gains **Fire Support Mission** (Replaces turn: Choose 1 enemy within line of sight, ignoring cover. 60 damage to target enemy and every character within 2 squares; save 6. A successful save reduces the damage to 10.).

*The brilliant General Veers rapidly deployed Blizzard Force against Echo Base and personally brought down the base's shield generator.*



**STAR  
WARS**



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# SNOWTROOPER



**STAR  
WARS**<sup>TM</sup>



# SNOWTROOPER

7

Hit Points

20

Defense

16

Attack

+4

Damage

10



*Stormtroopers outfitted with special gear can operate in extreme environments.*

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# SNOWTROOPER



**STAR  
WARS**



# SNOWTROOPER

7

Hit Points

20

Defense

16

Attack

+4

Damage

10



*Stormtroopers outfitted with special gear can operate in extreme environments.*

**STAR  
WARS**

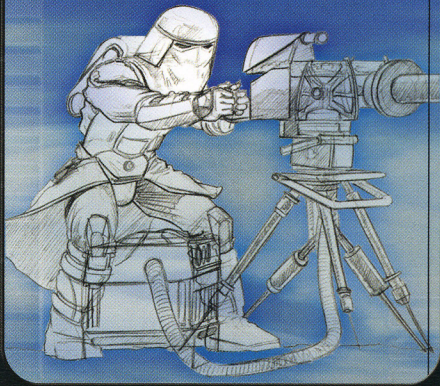


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**SNOWTROOPER  
WITH E-WEB BLASTER**



**STAR  
WARS**



**SNOWTROOPER  
WITH E-WEB BLASTER**

18

Hit Points

60

Defense

11

Attack

+4

Damage

30

**Special Abilities**

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Heavy Weapon** (Can't attack and move in the same turn)

**Speed 2** (Can move only 4 squares without attacking)



*This mounted repeating blaster requires a power generator but provides good fire support for Imperial infantry.*

**STAR  
WARS**